
Subject: Re: cgColor and Widget_Draw Frame problem
Posted by [DavidF\[1\]](#) on Thu, 01 Nov 2012 20:45:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Helder writes:

```
> the result of the
>
> print, !D.x_size, !D.y_size
>
> is
>
>      102      102
```

What I really want to know is what is the result of *this* command:

```
print, !D.x_Vsize, !D.y_Vsize

> print, !Version
>
> { x86_64 Win32 Windows Microsoft Windows 8.2 Apr 10 2012    64    64}
```

Most interesting, since this the version of IDL I ran your example program in, and I didn't have any problem whatsoever. What version of Windows are you running?

> After 15 min of debugging, I found out something quite strange... I monitored the values !d.x_size and !d.y_size. Some when in cgSnapshot you use wSet to select the current window. At this point the size of the window is reduced from 102 to 100 pixel... This seems to overcome the error:

```
> PRO TestcgColor
> wBase      = widget_base()
> wDrawColor = WIDGET_DRAW(wBase, XSIZE=100, YSIZE=100, FRAME=1)
> WIDGET_CONTROL, wBase, /REALIZE
>
> print, 'Before wSet:', !d.x_size, !d.y_size
> ThisWindow = !d.Window
>
> wSet, ThisWindow
> print, 'After wSet:', !d.x_size, !d.y_size
> print, cgcolor('white')
>
> END
```

> I don't understand "why" this changes. My guess is that this is a bug, but then it must be quite old...

>

> One way to come around this problem would be to use wSet before you get the values of the size of the image and call cgSnapShot in cgColor (line 410 in my version).

Well, I sorta hope people know which window they are drawing in when the *call* cgColor (but, I realize this is asking too much of most widget programmers), but I am still holding out hope for a more elegant solution.

I'm very curious to know if !D.X_VSIZE is the same as !D.X_SIZE in your special case.

Cheers,

David
